

raft[®]

RESOURCE AREA
FOR TEACHING



ANNUAL REPORT

2024-2025

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Welcome Message

Dear Friends,

This past year marked significant growth and innovation for RAFT as we expanded hands-on STEAM learning across the Bay Area. Our programs continue to evolve in meaningful ways, strengthening our impact and meeting the shifting needs of educators and students.

We launched the new DreamBox product line, transforming our former camp-in-a-box model into a flexible, classroom-ready STEAM solution. STEAM Dream Camp reached more schools and districts than ever, our Maker Mobiles and STEAM Nights brought engaging learning directly into communities, and we piloted an AI-enabled chatbot to support teachers in adapting STEAM lessons for diverse learners.

We also advanced RAFT's long-term sustainability through the growth of our Endowment Fund, with several supporters establishing Named Funds that will help ensure lasting access to hands-on learning.

These achievements reflect RAFT's commitment to inspiring joy and building skills that prepare students for the future. I invite you to read on to explore the full scope of our progress and where we're headed next.

With appreciation,
Jason Morrella
CEO



Our Reach

RAFT serves educators and students across the Bay Area through our San Jose facility, professional development offerings, classroom resources, and community events. In addition to our local impact, RAFT's online materials and services extend our reach to educators nationwide and around the world.

Counties We Serve:

Alameda • Contra Costa • Monterey •
San Benito • San Francisco • San Mateo •
Santa Clara • Santa Cruz

Our Mission

RAFT's mission is to help educators transform a child's learning experience through hands-on education to one that inspires the joy and discovery of learning.

Our Vision

RAFT's vision is to inspire the next generation of innovators, problem solvers, and creators, by providing educators with STEAM learning resources.



Our Programs

RAFT's programs deliver hands-on STEAM learning through STEAM Project Kits, curriculum, maker experiences, innovative tools, camps, and after school programs. Each offering is designed to spark curiosity, support educators, and expand access to high-quality STEAM education.



STEAM Dream Camp & Summer Enrichment

RAFT partners with Bay Area schools and districts to deliver immersive, hands-on STEAM camps for grades K-8. Through themed challenges and project-based learning, campers build confidence, strengthen future-ready skills, and explore STEAM subjects in meaningful and engaging ways.



In 2025, RAFT's STEAM Dream Camp saw notable growth:

Expanded from 3 to 4 district partners

Increased camp locations and options from 6 weeks across 4 sites to 9 sites

Filled 2,473 camp seats – up from 1,440 in 2024 and 603 in 2023 (a 4x increase in two years)

Introduced brand new weekly STEAM themes that deepened student understanding

Meaningful Impact, Measurable Results

91% of students felt confident doing projects that include experimenting and building

88% of parents were satisfied or very satisfied with overall experience

92% of parents reported their children acquired new knowledge about STEAM



STEAM DreamBox

RAFT's STEAM DreamBox grew out of our former camp-in-a-box model, which provided schools with hands-on learning materials when on-site RAFT staffing wasn't needed. This year, we reimagined it as DreamBox—a complete, ready-to-use STEAM experience in one box.

Each DreamBox includes all the materials, guides, and lesson plans educators need with minimal prep, making it easy to use in classrooms, after-school programs, or summer learning. Activities are engaging, easy to facilitate, and designed to spark curiosity and build confidence.

All themes are NGSS-aligned, support essential problem-solving skills, and offer flexible five- to thirty-hour modules for grades K-5. DreamBox delivers accessible, high-quality STEAM learning for programs of all kinds.

2,875

students engaged

Up from 931 in 2024 – **3* growth!**

Milpitas Unified:

- Reached 250+ students and boosted target standard achievement by 10%
- Teachers credited RAFT's hands-on approach as a key to their success



Maker Mobile and STEAM Nights

RAFT's Maker Mobile brings hands-on STEAM learning directly to schools and communities across the Bay Area, complete with tools, materials, and RAFT staff facilitation. Demand continues to rise, especially among Title I schools seeking engaging, field-trip-style STEAM experiences on their own campuses. In addition to school visits, RAFT supports STEAM Nights and community events that bring students, families, and neighbors together for joyful, hands-on learning. Across all settings, schools and teachers consistently request Maker Mobile experiences as a dynamic and accessible way to expand STEAM instruction and spark excitement for learning.

146
Maker Mobile visits

19,000+
students engaged



In partnership with the Synopsis Outreach Foundation, RAFT has expanded this work through our Maker Mobile Mentor Program, adding a near-peer mentoring component to select visits. San José State University College of Science students join RAFT facilitators to support activities and share their academic and career journeys, helping students see the connection between classroom learning and future opportunities.



Lakewood Tech Elementary



Agnew Elementary



Oasis Charter School



San Benito Schools



Willow Grove Elementary



Prunedale Elementary

STEAM Project Kits

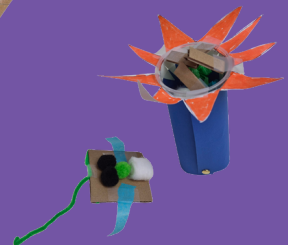
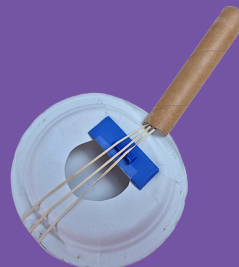
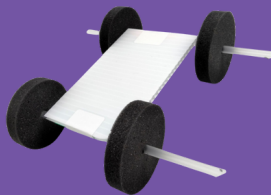
RAFT develops STEAM Project Kits that turn abstract concepts into meaningful, hands-on learning experiences for students in grades K-8. Aligned with Common Core and Next Generation Science Standards, each kit includes all required materials—often incorporating creatively repurposed resources—and clear, student-friendly instructions that empower teachers to deliver engaging, inquiry-based STEAM lessons with ease.

385,700
students served

Between July 2024 and September 2025, RAFT introduced ten new STEAM Project Kits:

- A Flower for Every Pollinator
- Bee a Pollinator
- Casting Seeds to the Wind
- Foam Faults
- Ingenious Inclinator*
- Match the Sounds
- Nature Journal
- Nectar Hunters Flower Trap
- Swing, Swing Baby!
- Your Room in an Earthquake

*Co-developed with Scouting America (BSA) through RAFT's advisement and content development



AI Chatbot

Thanks to support from the Cisco Foundation, RAFT is piloting an AI-enabled chatbot to help teachers provide personalized support for students, lower barriers to implementation, and increase confidence in teaching STEAM.



What the Chatbot Helps With

- Modifying RAFT lessons for different grade levels and learning needs
- Suggesting ways to integrate kits into existing curriculum
- Providing deeper scientific explanations during hands-on activities
- Supporting both real-time classroom use and teacher prep time

Classroom Impact

Across partner schools, RAFT's AI-enabled chatbot is enhancing hands-on STEAM learning. One site reported significant growth in ELA scores as teachers—especially Special Education educators—used AI tools to adapt lessons for diverse learners.

At West Valley Elementary, 95 fifth graders used the chatbot during a STEAM activity, leading to increased engagement, faster problem-solving, and deeper exploration throughout the lesson.



I would recommend using the chatbot because it can diversify academic language for each grade level. RAFT curriculum is exciting to teach. I appreciate how the variety of the topics are all grounded on the joy of discovery and learning together.

Volunteering

RAFT volunteers are a critical part of making our resources available and affordable to the education community. This past year we were happy to partner with groups to host a variety of volunteer events that gave back to the education community in a big way.

7,036
volunteers

185,700
STEAM Project
Kits assembled



Volunteer Spotlight



RAFT is proud to recognize KPMG for their continued commitment to our mission. During their Global Give Back Day in August, 50 volunteers joined us at our San Jose location to assemble 1,500 STEAM Project Kits—enough to serve 2,000 students. This marks the fourth consecutive year KPMG has chosen RAFT as a volunteer partner for this event.

KPMG has supported RAFT since 2001, helping us inspire curiosity and creativity in students across the Bay Area. We are grateful for their ongoing partnership and dedication to hands-on learning.



RAFT Store

The RAFT Store is a 30,000 sq. ft. member-based resource hub where educators, parents, and anyone supporting students can shop, collaborate, and learn. Our low-cost educational materials and unique repurposed supplies help members stretch their budgets and maximize impact in the classroom.

RAFT members receive exclusive benefits, including discounts on STEAM Project Kits, access to affordable classroom and office essentials, and use of our upgraded Educator Workroom & Lab—a space designed to support creativity, planning, and hands-on learning.

385

**tons of material
diverted from landfill**



RAFT Membership

Over the past year, RAFT proudly grew its membership to 3,665 educators and parents, each receiving access to valuable benefits including our Educator Workroom and Educator Lab. RAFT also introduced a new series of student workshops, offering creative, hands-on activities for students while parents and guardians explored the RAFT Store and signed up for membership.

Thanks to generous partnerships with Nutanix and the KLA Foundation, as well as distributions from RAFT's Endowment Fund, RAFT is able to provide many memberships at no cost to educators in select schools and districts, ensuring equitable access to hands-on STEAM learning resources.



RAFT TO THE FUTURE

ANNUAL FUNDRAISER

On Wednesday, September 17, 2025, RAFT hosted its annual fundraising event, RAFT to the Future. The evening celebrated the individuals and organizations that have made a profound impact on RAFT and the broader education community. Guests learned about RAFT's mission, programs, and the innovative ways we continue to inspire joy through hands-on learning.

Thanks to the generosity of our sponsors, donors, and matching fund partners, RAFT raised more than \$433,000—support that directly strengthens our work and expands access to STEAM learning for students and educators across the Bay Area.

STEAM EDUCATORS OF THE YEAR

Brian Boyce Peggy Nguyen
Jeremey Gorman Emily Sweet

HEROES OF THE YEAR

Anne Murphy Chuck Sizemore Bob Woods

VOLUNTEER OF THE YEAR

Kelley Young

PARTNER OF THE YEAR



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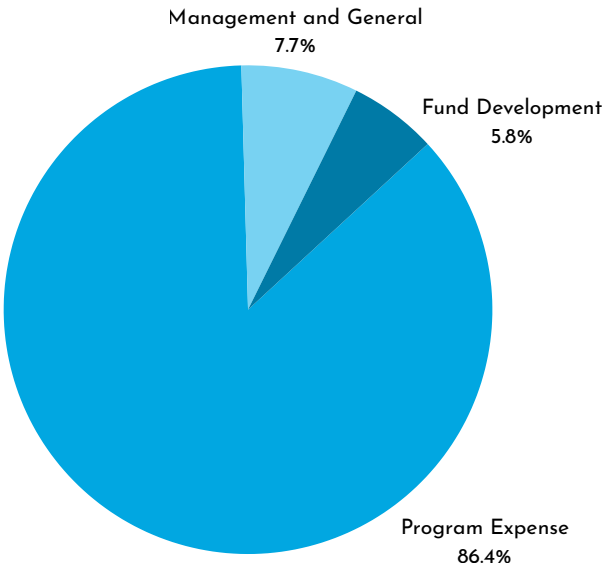
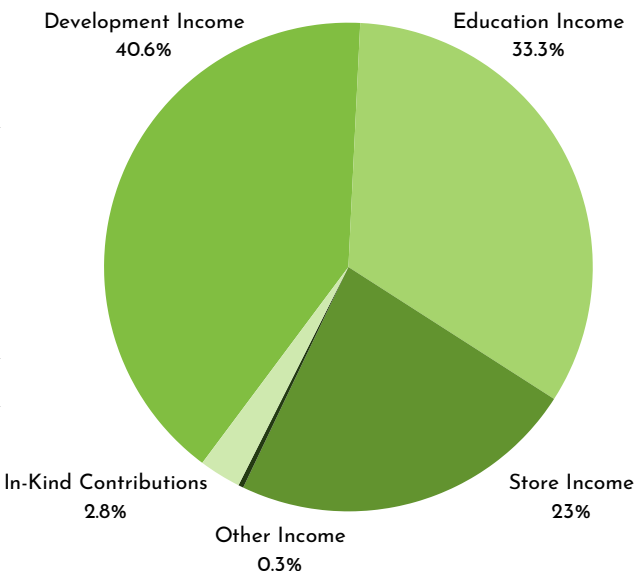
Deloitte

Terrace Consulting

Financials

FY25 RAFT Revenue & Support

Development Income	\$1,286,042
Education Income	\$1,055,718
Store Income	\$729,385
Other Income	\$10,775
In-Kind Contributions	\$87,924
Total Revenue & Support	\$3,169,844



FY25 RAFT Expense Allocation

Program Expense	\$3,777,642
Management and General	\$338,613
Fund Development	\$255,195
Total Expenses	\$4,371,450

Board & Staff



RAFT Board

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Donors & Endowment

In late 2024, RAFT launched its \$5 million Endowment Fund as a matching opportunity for donors committed to sustaining hands-on STEAM education for generations to come. Since then, several generous supporters have pledged a total of \$185,000 to establish Named Funds—lasting investments that will support hundreds of teachers and thousands of students each year.

Over the past year, the RAFT Endowment has distributed \$173,000 to schools in need, helping cover the cost of programs such as the STEAM DreamBox, STEAM Project Kits, Maker Mobile visits, RAFT memberships, and classroom supplies for educators. These investments ensure that students across the Bay Area have equitable access to engaging, hands-on STEAM learning.

For more information—or to establish your own Named Fund—please contact Development Director Kate Ball at kball@raft.net.

A Legacy of Learning



Mark and Carolyn Guidry founded their family foundation in 1994 to support education and the arts. From RAFT's earliest days, they were passionate believers in our mission to give children opportunities for creative, hands-on learning—a commitment their children fondly remember as a "beautiful story."

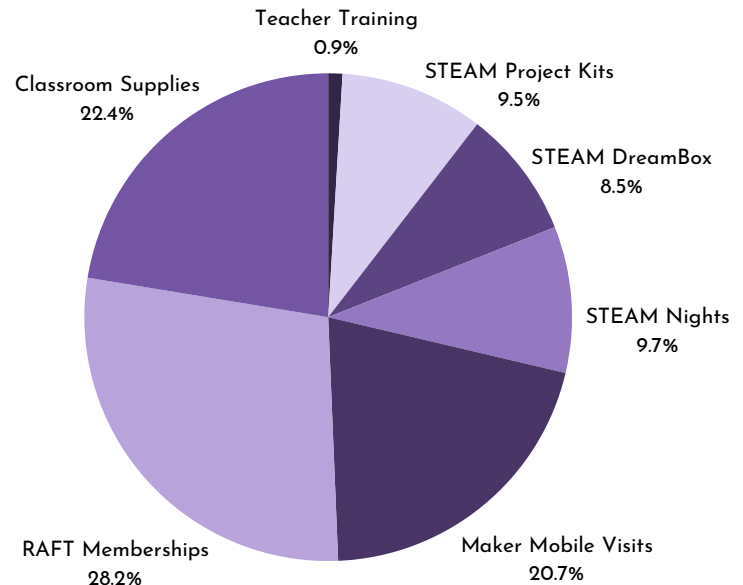
Today, the Guidry family proudly carries that legacy forward.

“My brothers and I now manage the foundation and are honored to remain part of the RAFT beautiful story. Our parents were both engineering graduates who came from underserved schools where resources were always needed. Establishing a RAFT endowment in their name to support students in similar communities is a meaningful way for us to honor them. —Gayle Dille, The Mark & Carolyn Guidry Foundation

Endowment Impact

RAFT's Endowment Fund provides sustained support for programs that directly benefit educators and students. This year, endowment distributions helped strengthen classroom resources, expand hands-on STEAM experiences, and ensure schools in need could access RAFT programs at little or no cost. These funds continue to play a vital role in expanding equitable access.

2,369
students served at
Title I Schools



Championing STEAM Education for Future Generations



Jeffrey and Maureen Fox are passionate advocates for higher education and believe that hands-on learning is essential for introducing students to STEAM concepts early in life. Their commitment to creating meaningful opportunities for young learners led them to establish a Named Endowment Fund at RAFT, ensuring that future generations of students will have sustained access to engaging STEAM resources and support.



RAFT is not only introducing students to science and STEAM, but teaching them how to be self-starters and to study effectively, which can improve their chances to lead productive and impactful lives. That's the strength of RAFT, powered by the staff and volunteers. —Jeffrey Fox

Thank You to Our Donors

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(\$50,000 - \$99,999)

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RAFT Impact

RAFT's mission is to help parents and educators transform a child's learning experience through hands-on education. We help bridge the education gap for students and communities by offering engaging STEAM resources to encourage the next generation of innovators, problem solvers, and creators. RAFT does this by providing STEAM Project Kits, Maker Mobile visits, makerspace builds, STEAM summer camps, tailored educator workshops, and free online learning activity sheets. RAFT's unique Found Engineering process repurposes donated materials that would have otherwise been sent to the landfill into accessible, low-cost STEAM Project Kits that are assembled by volunteers. Educators, and now parents, can become RAFT members and shop at the warehouse store facility for affordable items devoted to hands-on learning.



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